

## **CLAIMS**

1. (Currently Amended) One or more processor-readable media having processor-executable instructions that, when executed by a processor, performs acts comprising:

obtaining at least one of a plurality of encoded multimedia clips, the plurality of encoded multimedia clips collected in a timeline of a video editing system, each [[said]] clip having a defined normal decode schedule which designates a normal rate for decoding the multimedia clip;

obtaining one or more transforms;

decoding the plurality of encoded multimedia clips, wherein the decoding comprises decoding at least one encoded multimedia clip at a rate greater than the normal decode schedule;

applying the one or more transforms to at least one of the plurality of decoded multimedia clips to form a multimedia segment;

buffering the multimedia segment in a system memory;

realtime glitch-free normal playback of the just-buffered and just-decoded multimedia segment, wherein the realtime glitch-free normal playback comprises:

rendering and presenting the just-buffered and just-decoded buffered multimedia segment such that the just-buffered and just-decoded multimedia segment is played back without glitch, interruption, jumpiness, jerkiness, or change in playback speed; and

determining whether to perform the decoding and buffering when spare computing resources are otherwise available to decode ahead in the timeline.

2. (Previously Presented) One or more media as recited in claim 1, wherein the obtaining one or more transforms comprises obtaining at least one of a plurality of transforms stored in a database of the video editing system.

3. (Currently Amended) One or more media as recited in claim 1, wherein the one or more transforms comprise ~~transform comprises~~ a transition between one portion of the multimedia segment and another portion.

4. (Currently Amended) One or more media as recited in claim 1, wherein the one or more transforms comprise ~~transform comprises~~ a multimedia transition, a multimedia effect, or titles.

5. (Canceled)

6. (Original) One or more media as recited in claim 1, wherein the buffering occurs in a video memory.

7. (Currently Amended) One or more media as recited in claim 1, wherein:

one or more of the acts recited in claim 1 are performed  
~~concurrently~~concurrent;

concurrent acts comprising the decoding, the buffering, the rendering and the  
~~presenting~~displaying;

performance of each act consumes computing resources; and

the overall consumption of computing resources for concurrent performance of  
one or more of the acts does not exceed the resources available.

8. (Original) One or more media as recited in claim 2, wherein one or  
more of acts are performed via dedicated hardware, where those acts are selected from  
decoding, transforming, buffering, and rendering.

9. (Canceled)

10. (Original) A computer comprising one or more processor-readable  
media as recited in claim 1.

11. (Currently Amended) A system for facilitating glitch-free realtime  
playback of a multimedia segment from a within a video editing system, the system  
comprising:

a decoder configured to decode an encoded multimedia segment, the  
encoded ~~media~~multimedia segment comprising at least one of a plurality media clips  
collected in a timeline of the video editing system~~[[;]]~~, wherein the encoded multimedia

segment ~~having~~ has a defined normal decode schedule which designates a normal rate for decoding the encoded multimedia segment, the decoder being further configured to decode the encoded multimedia segment at a greater rate than the normal decode schedule, wherein the decoder is still further configured to determine whether to decode the encoded multimedia segment at a greater rate than the normal decode schedule when spare computing resources are otherwise available for doing so;

a buffer configured to store ~~[[the]]~~ decoded multimedia segments which the decoder has decoded at a greater rate than the normal decode schedule;

a renderer configured to obtain decoded multimedia signals from the buffer and render the decoded multimedia signals at a normal rate for presentation; and

a display presentation mechanism configured to playback rendered and decoded multimedia signals in a realtime and glitch-free manner.

12. (Currently Amended) A system as recited in claim 11, further comprising a transformer configured to receive the decoded multimedia segments ~~segment~~ and apply a transform ~~on the segment~~.

13. (Canceled)

14. (Original) A system as recited in claim 11, wherein the buffer is a dual-ported memory.

15. (Original) A system as recited in claim 11, wherein the buffer is a video memory.

16. (Previously Presented) A system as recited in claim 11, wherein the decoder is embodied, at least in part, in a processor-readable memory.

17. (Previously Presented) A system as recited in claim 11, wherein the decoder is embodied, at least in part, in hardware.

18. (Previously Presented) A system as recited in claim 12, wherein the transformer is embodied, at least in part, in a processor-readable memory.

19. (Previously Presented) A system as recited in claim 12, wherein the transformer is embodied, at least in part, in hardware.

20. (Previously Presented) A system as recited in claim 12, wherein the transform is selected from a group consisting of multimedia effects and multimedia transitions.

21. (Currently Amended) A method, executed by at least one processing unit, the method comprising:

at least one processing unit;

receiving a playback command to initiate playback of an encoded multimedia segment, the encoded ~~media~~ multimedia segment comprising at least one of a plurality media clips collected in a timeline of the video editing system, the encoded multimedia segment having a defined normal decode schedule which designates a normal rate for decoding the encoded multimedia segment;

responsive to receiving ~~[[of]]~~ the playback command, decoding the encoded multimedia segment at a greater rate than the normal decode schedule when spare computing resources are otherwise available;

transforming the decoded multimedia segment by applying a transform to at least one of the plurality of media clips;

buffering in a system memory the decoded multimedia segment produced by the decoding;

realtime glitch-free normal playback of the buffered and decoded multimedia segment, wherein the realtime glitch-free normal playback comprises rendering and presenting the buffered and decoded ~~buffered~~ multimedia segment on a display.

22. (Currently Amended) A method as recited in claim 21, wherein the transform is selected from a group consisting of multimedia effects and multimedia transitions.

23. (Canceled)

24. (Canceled)

25. (Original) A method as recited in claim 21, wherein the buffering occurs in a video memory.

26. (Original) A method as recited in claim 22, wherein one or more of acts are performed via dedicated hardware, where those acts are selected from decoding, transforming, buffering, and rendering.

27. (Canceled)